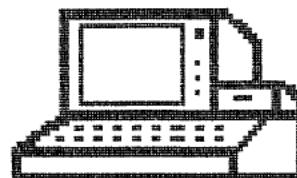


THE VIDIOTS' SCOREBOARD



A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 2 NUMBER 6
JANUARY 1989 45¢

Hello again, fellow Vidiots!! We have decided to go back to our original format of newsletters. We hope you like this! We here at the Vidiots want to hear all about the awesome new games that you got for Christmas. Send in some reviews!! In this issue will be a review on Gradius, Infidel, and Trinity. More stuff will be here too!! So, Vidiots, let's have some reviews & scores real soon!! But now a little bad news: we may have to charge for the newsletter. Please send in 45 cents for this issue. Thanks!

Tony "Link" Morse

Tony "Link" Morse,
Vidiots North Adams Branch Pres.

Gradius (Konami) by Tony "Link" Morse

This game is fantastic! It is really the original of Life Force, but that only means Life Force was a sequel. The basics are the same as LF but the graphics and music are much better. The boss enemies are difficult to defeat as are certain areas, such as the Volcanic Zone and Inverted Space Volcanic Zone, which is reversed. This is one of the best space games I've ever played and I think Konami really didn't need to make a sequel because the original is better. Get it fast!! Now that the secret's out it will be really hot!! Retail: \$31.99 at the Toy Works in Pittsfield, MA. Promises to be one of the best games of 1989.

INFIDEL (Infocom) by Tony "Link" Morse

Yes, Infocom has done it again with yet another smash interactive fiction hit. In this one, you are stranded in the desert looking for lost temples and riches. You wake up one morning and find your crew has deserted you, but why not? Making them work on a hot day along with little pay and long, tiring labor with no food might be the reason. Now, starting with only your wits and a small kit and one map, you must find your way through the desert and search through the lost temple, hoping to find fame and fortune. Retail: \$7.99 at Babbage's. At this kind of a bargain, how can you resist?!?!?!?!!??!!?

TRINITY (Infocom) by: Tony "Link" Morse

This game wasn't at all what I expected. However, as usual for Infocom, it is another great interactive fiction game. You must escape from World War III. You have to crisscross time and space. Every atomic explosion unlocks the entrance to another time, another dimension. Trinity leads you on a journey back to the dawn of the atomic age... and puts you in control of the course of history. It's confusing at first, but it is a really fun, thrilling game. Retail: \$12.95 at Babbage's. Get it. Babbage's has the great games at great prices.

PINBALL (NINTENDO) by Tony "Link" Morse

This is one of the first games ever created for the N.E.S. It's also one of the best. There are three ways to enter different machines for bonuses. In one part, Mario comes out to free a princess by knocking out blocks with the pin ball. Although it is very hard to get to this part, it's a lot of fun when you do. If you hit all of the card rollovers to make a royal straight flush (A-K-Q-J-10) you will enter a strange new round with more traps, but your main hole will be plugged up. I think this game is great and I would get it. Retail: \$31.99 at Toy Works in Pittsfield. An all-time classic that's still worth playing.

ADDRESS FOR TOP 5, SCORES, ARTICLES, NOTES & NOTICES, ETC:

VIDIOTS SCOREBOARD C/O MASTER LINK

no collect calls, please.

THE VOTES ARE IN!!!!
1988 VIDEO GAME OF THE YEAR

HONORABLE MENTION:

SUPER PITFALL by ACTIVISION
TIGER-HELI by ACCLAIM

5th Place:

SHINOBI by SEGA

4th Place:

ZELDA II- THE ADVENTURE OF LINK

by NINTENDO

3rd Place:

R.C PRO-AM by NINTENDO

2nd Place:

SUPER MARIO BROS. 2

by NINTENDO

1st Place:

The greatest fighting game ever. With its awesome graphics, superb music and general all-around good game play concept, the 1988 Video Game of the Year is:

DOUBLE DRAGON
 by Taito *

* Please note: this is the arcade version of Double Dragon, and not the Nintendo or Sega versions. The arcade version is by far much better than these. Winner determined by polling all four branches of "The Vidiots". Not all Vidiots chose to vote.

BUMP & JUMP (VIC TOKAD)

Written by Tony "Link" Morse

This game isn't great, but it's pretty cool. You are in a strange car and you have to jump on other cars and over broken bridges, etc. The music gets kind of annoying after a while. The graphics are pretty good, but they could be better. There is "P" power you have to get or else you won't be able to jump. There are spark plugs you can run into to check for damage and to restore 50 "P" points. I didn't mind renting it, but by no means would I buy it. Rental: \$2.00 a night at Video Studio 12 in Pittsfield, MA.

VIDIOTS & VIDIOTICS

We here at Vidiots North Adams would like to wish you a happy new year and we hope you had a great X-mas.

Thank to "The Vidiots" Pittsfield Branch President Mike "Pitfall Harry" Harrington for renting Bump & Jump and Freedom Force for reviewing.

Yo Solid Snake!! Where ya been? Ain't heard f/ ya in a long time!! Write soon, okay?? f/ Master Link

"THE VIDIOTS"

N.E.S. GAME HONOR ROLL

PLAYER(S)	GAME	SCORE
TONY MORSE	AL	FINISHED
BRIAN LeMIRE	ZL	FINISHED
TONY MORSE	SP	1,003,500
TONY MORSE	LW	892,400
AARON IMPER	ST	FINISHED

AL = Zelda II- The Adventure of Link

ZL = The Legend of Zelda

SP = Super Pitfall

LW = Legendary Wings

ST = Super Mario Bros. 2

"THE VIDIOTS"

APPLE II HONOR ROLL

PLAYER(S)	GAME	SCORE
TONY MORSE	DY	70 YEARS
TONY MORSE	WB	FINISHED

DY = Dynasty

WB = Wishbringer

TOP 5

1. **SUPER MARIO BROS. 2**
2. **ADVENTURE OF LINK**
3. **CASTLEVANIA**
4. **METROID**
5. **THE LEGEND OF ZELDA**

FREEDOM FORCE (Sunsoft) by:

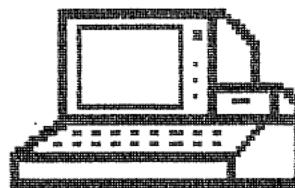
Tony "Link" Morse

This has to be the greatest Light Gun game I've ever played!!! You choose from either Rad Rex or Manic Jackson. You have to kill the enemy terrorists without hurting the innocent prisoners. You can pick up extra ammo, health, and get weapons such as .38 Special, .44 Caliber, and Grenade Launchers. You must be careful, because if you shoot the bonus square at the wrong time, the game gets harder. The enemy terrorists have different techniques; there are Bagmen, standard fighters, Elite Troopers, ninja warriors, and Eugene Extreme, the boss. This is an absolutely fantastic game! Rental: \$2.00 a night at Video Studio 12 in Pittsfield, MA.

THE VIDIOTS'

SCOREBOARD

A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 2 NUMBER 7
FEBRUARY 1989



Hello again, Vidiots! Welcome to issue #7 of the Scoreboard. We have another new member, Josh "Pinball Wiz" Mantello. Welcome to the club, Pinball Wiz. Now then, we have some more new reviews this issue, including one on a new, 7-disk long game program: Might & Magic II. Also reviewed will be FCI's new one, Dr. Chaos, as well as a couple of older games, Alpha Mission & Commando. More reviews will be here too, as well as some high scores & your 5 favorite games. But remember, Vidiots, we're getting kind of short on articles and games to review, so please, write in with some hot new reviews!!

Tony "Link" Morse
Tony "Link" Morse,
Vidiots No. Adams Branch President

DR. CHAOS (FCI by: Tony "Link" Morse

Well, well. FCI tried an adventure game, after a great space game (Zanac) and a strange game called Lunar Pool. They wasted their time. This game is too complicated. It's easy to understand, but controls suck, graphics suck, music sucks, it just plain SUCKS. The controller only has to move you, your weapons, your "sight" and select direction for you. But no, that's not complicated!! Don't even waste your money renting it. Maybe if it were a computer game you might have enough keys to control it. Rental: \$2.00 a night at Video Studio 12. Not even worth playing, let alone renting or buying it.

INDIANA JONES AND THE TEMPLE OF DOOM (MINDSCAPE)

by: Tony "Link" Morse

This game is absolutely nothing like the arcade game. The graphics are much, much worse. The "music" (if it can be called that) is horrible. The entire concept of the game is nowhere near that of Atari's awesome arcade game. There are timers, extra weapons, and a 25-piece map. This game is absolutely, positively, terrible!!!! Play the arcade game all you want, it's terrific. But don't buy this game! Mike "Pitfall Harry" Harrington made that mistake. Sorry Mike! If you want to rent it, go ahead, you might like it if you're a die-hard Indiana Jones fan (which I doubt). Retail: \$44.95 at Babbages. A rip off.

COMMANDO (CAPCOM)
by Tony "Link" Morse

This game is not very much like the arcade game. The graphics aren't as good, the music isn't as good, and the game is easier, in a way. The game is a lot of fun though, because they added secret tunnels and power-up items to make it interesting. A flashing grenade kills everything on the screen. A bullet-proof vest lets you get shot 12 times before you die. Colonel's stripes give a 10,000 point bonus. Prisoners or enemy traps can be hidden in underground tunnels. I have always liked this game and think that it is worth buying for up to about \$32.50, but it's always better to borrow or rent it.

MOONMIST (INFOCOM)
By: Tony "Link" Morse

This is a pretty good game. It is a mystery game, by the Interactive Fiction Masters, Infocom. And yes, it's another hit. This one is a mystery game. Once again, Infocom's descriptions let you supply the graphics. The descriptions give you the feeling of being in an eerie place you wouldn't want to be caught dead in, but you will be if you don't get to work. Although it is one of Infocom's hardest games, I think it is one of their better games. The Dragon or I will pirate this game for anyone interested in exchange for another good game and a blank disk (one full side).

SEND ALL ARTICLES, SCORES, ETC. TO:

VIDIOTS' SCOREBOARD
C/O THE MASTER LINK

(no collect calls, please)

ALPHA MISSION (SNK)

by: Tony "Link" Morse

This is another old-time video game that's a lot of fun. It is somewhat like Zanac. In this you have to kill enemy spaceships and bomb pyramids for power letters. Not all of them are good: R is Reverse Warp. Backwards K kills weapons. Backward E Eats Energy. Thus, you have to be cautious. You have 8 super weapons which you can accumulate, like Sheeld, Octo, Missile, Nuclear, and Fire. You will probably hate this game until you get the hang of it. It is a sort of strategy game. That's why I like it. Retail: \$19.99 at KayBee Toy & Hobby. This bargain really IS worth it.

"THE VIDIOTS" TOP 5

1. GRADIUS
2. SUPER MARIO BROS. 2
3. PINBALL
4. GUN.SMOKE
5. JACKAL

THE VIDIOTS HONOR ROLL

PLAYER(S)	GAME	SCORE
TONY MORSE	GR	654,800
BRIAN LeMIRE	DR	FINISHED
BRIAN LeMIRE	MT	FINISHED
BRIAN LeMIRE	AR	FINISHED
JOHN PAPPAS	DY	FINISHED
BRIAN LeMIRE	PW	FINISHED
BRIAN LeMIRE	WW	FINISHED
BRIAN LeMIRE	KN	FINISHED

GR = Gradius
 DR = Double Dragon
 MT = Metroid
 AR = Arkanoid
 DY = Dynasty
 PW = Pro Wrestling
 WW = Wizards & Warriors
 KN = Kid Niki

THE LEGEND OF ZELDA

(NINTENDO) by Tony "Link" Morse

Welcome to endless adventure. This is the most unbelievable video game you will probably ever play! The setting is in the land of Hyrule, a once peaceful kingdom ruled by Princess Zelda. But the evil Ganon and his army overrun the place and captured the princess. Impa, Zelda's trusted friend, was sent to find help. She did: Link, a young elf whose mission is to find the eight scattered fragments of the Triforce of Wisdom and defeat Ganon. You absolutely MUST get this game if you don't have it. Retail \$45.99 most everywhere. But if you get nightmares, I think you'd better not play it after 6:00.

MAGIC AND

MAGIC

BOOK II

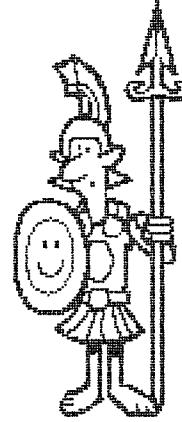
(NEW WORLDS)

By: John "Dragon" Pappas

What is happening in Cron? Chaos sweeps across the land, wreaking havoc among its peace-loving citizens. Law and order is quickly being replaced by sword and sorcery and rumors of doom and death abound. What can you do?

New World Computing has released a sequel to their best selling Might and Magic Book I. Only this is better. Graphics abound with new color, and 3-D details. 250 moving, horrendous monsters abound, seeking to deter your quest while 250 weapons, items, and over 96 spells will aid you. There are new character classes, secondary skills, and even hirelings.

So where will your travels take you? Expect to get down and dirty while you explore grim forests, arid deserts, frosty tundras, wild rivers and mysterious lakes. After that, you might enter ominous castles and disreputable cities. Cross the very fabric of time to right ancient wrongs. All in all, this game in its least exciting form will thrill you for weeks. Retail: \$49.99 at Babbages.



HOLES & HOLES

We welcome 3 new Vidiots to the club: North Adams Branch Members Josh "Pinball Wiz" Mantello, Neal "Clawgrip" Mulcahy and West Coast Member John "Dracula" Bacus.

HEY OUT THERE!! We need a lot more articles and input for Top 5 too!! Even the scores are getting low. Send in some stuff soon!!

THE VIDIOTS' VIDEO GAME OF THE MONTH for JANUARY 1989 IS...

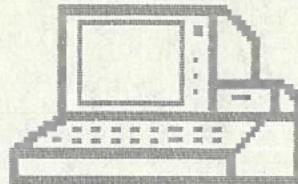
GRADIUS by Konami
 (We said it'd be hot!!)

KID NIKI (DATA EAST)

by Tony "Link" Morse

This is a really cool video game. It's a lot of fun to play but hard at first. You are "Kid Niki" a totally rad ninja who must free his girlfriend from the clutches of the Stone Wizard. There are enemy ninjas who attack in a variety of ways. Brown ones attack from trees, red ones use stars. There are woodpeckers who multiply and shoot out at you. There are big bosses such as "Death Breath", "Spike" & "Horned Witch". The arcade game is better than the N.E.S. game, but they're both cool. \$45.99 at most places. Wait for the price to dip a little, or better yet, play the arcade version.

THE VIDIOTS' SCOREBOARD



A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 2 NUMBER 3 ISSUE 8
MARCH 1989

Hello once again, fellow Vidiots!! I hope you will enjoy Issue Eight of the Scoreboard. We have some reviews of some old classics in here because we just uncovered some old reviews. We would like to have YOU review some NEW games, and really soon! We also have some interesting news to announce: Nintendo will be releasing Super Mario Bros. 3 in Playchoice-10 by Spring of 1989. The way they release games, look for it about 1992. Well, you might be interested in the new review format of Donkey Kong 3 and Armor Attack, which is all game tips and tricks. Well, I won't keep you waiting any longer. Read on and enjoy this issue of "The Vidiots' Scoreboard."

Tony "Link" Morse

Tony "Link" Morse,
Vidiots North Adams Branch President.

GAUNTLET II (ATARI) by Tony "Link" Morse

The basics are the same as the original Gauntlet. However, you can pick any color character, so you can have 4 of Thor, Thyra, Merlin or Questor. There are also these added features such as: The thief's partner: The Mugger, an exit-guarding Dragon, "IT" which turns players against each other in a game of tag, Locked treasure chests with food, money, poison or death, Food marked "?", which can be worth anywhere from 25-200 or DEDUCT health, moving exits and super sorcerers as well as a secret room somewhere in the game. If you find and survive it, Atari will send you a free T-shirt. It's a great game.

SOLOMON'S KEY (TECMO)

By: Tony "Link" Morse

This is probably Tecmo's best game to date. You are "Dana", a wizard with lots of magical powers. There are enemies like Demonsheads, Lightblitzes, and Sarmandors. You must make and break rocks to find hidden objects. You then have to find the key and the door. It may or may not be hidden. There are about 15 different enemies. If you find the torn out pages of Solomon's Key (which is actually a book) they produce an awesome magical force. Over 1/2 million sold in Japan, GET IT!!! Retail: \$19.99 at KayBee Toy. One of the best games since The Legend of Zelda.

HOW TO WIN AT: ARMOR ATTACK by: Tony "Link" Morse

how to play: You control an armored jeep in the middle of a city divided by buildings into a maze. Tanks and helicopters attack you and you die when you get shot or hit a tank.
how to win: Go for copters first because they get you extra jeeps. Kill all but one tank by running between them so they kill each other. Avoid the last tank by running from building to building. It's hard for a copter to hit you when you're flush up against a building. It will have to pass over several times. Shoot rapidly & you'll probably hit it before it hits you. Keep firing; they can sometimes shoot after being hit.

HOW TO WIN AT: DONKEY KONG 3 By Tony "Link" Morse

Try to avoid spraying bugs at all times. Getting Kong and/or the super spray is more important. However, if flowers get captured, go after whatever has it! In later rounds, it'll be nearly impossible to avoid killing queen bees. Don't shoot the guards and earn a big bonus. On the round where worms are on the vines, stun them near Kong's feet & spray Kong. When they revive, let them pass completely under him then spray. Moths aren't strong, but they catch flowers. Protect flowers!! You get 5,000 points for saving them all. You usually get your extra man at 50,000 but it differs. Happy Gardening!

SEND ALL ARTICLES, SCORES, ETC. TO:

VIDIOTS' SCOREBOARD
C/O THE MASTER LINK

(no collect calls, please)

ARKANOID (ROMSTAR)

by Tony "Link" Morse

Arkanoid is not much more than Atari's "Breakout" cartridge for its 2600. But the differences make it an excellent video game. For instance, when your ball hits the top of the screen your paddle (called a 'vaus') does not shrink, instead "noids" come out to distract you. Capsules occasionally fall to give you these abilities: S: Speed Down, L: Laser, E: Expand, C: Catch, D: Disruption (a.k.a. Distribution), P: Player Extend, B: Break. The Nintendo version is pretty good, but the controller is cheap and breaks easily. Retail for Nintendo Version is \$45.99 including Vaus Controller. Sequels are released.

THE VIDIOTS HONOR ROLL

BRIAN LEMIRE	SM	FINISHED
BRIAN LEMIRE	KI	FINISHED
BRIAN LEMIRE	CO	FINISHED
BRIAN LEMIRE	PO	FINISHED
BRIAN LEMIRE	PA	FINISHED
BRIAN LEMIRE	GL	FINISHED
BRIAN LEMIRE	ST	FINISHED
NEAL MULCAHY	ST	FINISHED

SM = Super Mario Bros.

KI = Kid Icarus

CO = Contra

PO = Mike Tyson's Punch-Out!!

PA = R.C. Pro-Am

GL = Ghosts 'N Goblins

ST = Super Mario Bros. 2

HONOR & HONORABLES

THE VIDIOTS have elected the fourth game into the Hall of Fame. Now, along with Super Mario Bros., The Legend of Zelda and Guzzler, METROID has now been inducted.

We are looking to publish the newsletter more often. It may soon be published bi-weekly or semi-monthly. Sending in more articles would help!!!

You can now order back issues of the scoreboard for a small price:

Issue 1: \$4.50 Send to same

Issue 2: \$1.00 address on front!

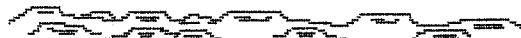
Issues 3,4,5: \$75

Issues 6,7: FREE

METROID (NINTENDO)

BY: Neal "Clawgrip" Mulcahy

Metroid is not an easy game. It has a lot of power-up items that help you complete your quest. I think it is a fun game. The graphics are awesome. And the sounds are cool, too. It has an interesting plot. You are Samus Aran, warrior for the Galactic Federation Police. Your mission is to destroy the evil Mother Brain on the planet Zebes. The ice beam is my favorite item because it freezes the enemies. I think this game is awesome. Retail: \$42.99 at most stores. I think you should buy it.



WORLD SERIES

by: Tony "Link" Morse

There's not a lot to say about World Series. The best of it is its true to life graphics and the umpire's yelling. Some is unrealistic, the voices are different for balls and strikes. But when strikeouts or close calls are made, the ump yells "Yer out!" just like in a real ballpark. One player games give you 2 innings per quarter, two player games, one inning per quarter. The game keeps track of your stats: you enter your initials and date of birth and your hitting, fielding, and pitching statistics show up. Play it to see the stats. Baseball fans will love it.

"THE VIDIOTS" TOP 20 (HOT 5, 20) YES, 200

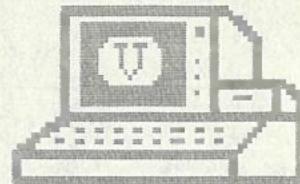
1. SUPER MARIO BROS. 2
2. JACKAL
3. THE LEGEND OF ZELDA
4. MIGHT AND MAGIC II
5. BASES LOADED
6. METROID
7. ADVENTURE OF LINK
8. TYSON'S PUNCH-OUT!!
9. R.B.I. BASEBALL
10. STATIONFALL
11. MAIL ORDER MONSTER
12. ZANAC
13. ICE HOCKEY
14. GUN.SMOKE
15. WIZARDS & WARRIORS
16. GRADIUS
17. PINBALL
18. CASTLEVANIA
19. METAL GEAR
20. DOUBLE DRAGON

SKATE OR DIE (ULTRASOFT)

By: Tony "Link" Morse

This game is totally radical!! You start out in the skate shop where Rodney, the owner, talks to you from saying "Gettin' Serious? So go and compete!" to "Doncha like my 'do?" if you move the cursor to his hair. There are 5 events: Jam, Joust, Freestyle, High Jump, and Downhill. You sign up to compete, or just practice. In Jam you fight on skateboard, in Joust you hit each other with planks, in Freestyle you show off your tricks, in High Jump you jump off the freestyle ramps, and in Downhill you just race through a difficult park. This is awesome! Rental: \$2.00 a night at AU.

THE VIDIOTS' SCOREBOARD



A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 2 NUMBER 4 ISSUE 9
APRIL 1989

Hello once again, fellow Vidiots! Well, we're almost up to the decade mark with the Scoreboard. We are planning to have a special issue for number 10. We're working hard round-the-clock (even as you read this!) to get all the reviews written, scores typed up, and Top 20 formulated. Send in your 5 favorites soon! Can Super Mario 3 be dethroned? Ever since it was released, it's been either first or second every time. Also, we review some Solid Gold Interactive Fiction, a new computer-turned-Nintendo game, & give hints on Mega Man, which our experts have finally conquered, thanx to "Pitfall Harry" and myself. Enjoy Issue #9 of the Scoreboard.

Tony "Link" Morse

Tony "Link" Morse, Vidiots President
LEATHER GODDESSES

OF PHOBOS

(INFOCOM) by: Tony "Link" Morse

This is an awesome game! Your mission is to defeat the Leather Goddesses before they turn Earth into their own personal pleasure palace. There are three modes of playing: Tame, Suggestive, and Lewd. They are called "Naughtiness Levels" which control how strong the language is. As you should have guessed by now, it has a lot of comical overtones. This is a challenging Infocom game as always, but it is put together hilariously. Get this game. Solid Gold Version (w/ on-screen hints) \$12.99 at Babbage's. A bargain.

ANTICIPATION

(NINTENDO) by: Tony "Link" Morse

I like this game. But, I always liked word game anyways. You have to guess the word that the computer is drawing. The music and graphics are terrific. You can have up to four players, using the control pads and A+B buttons. When you solve four puzzles in different colors, you move up a level. I really enjoyed renting this game, but if I were you, I wouldn't buy it, because I already got quite a few repeated puzzles. I do plan to rent it again. If you like word games, you should rent this for a couple of nights. If not, don't waste your money on it. Rental: \$2.00 a night at Adams Video. Not a bad game.

PAC-MANIA

(BALLY/MIDWAY) by: Tony "Link" Morse

This is the 8th sequel to Pac-Man (the others: Ms. Pac-Man, Baby Pac-Man, Junior Pac-Man, Super Pac-Man, Super Ms. Pac-Man, Pac-Man Plus, Mr. & Mrs. Pac-Man [Pinball]). I think it's the best. It has 3-d graphics, so you don't see it from an overhead view, you see it from Pac-Man's point of view. You can also "bounce" over monsters. But after level 3, so can they. The mazes are constructed in different forms, with awesomely detailed graphics. You can also start on one of 4 entry-level mazes for up to a 200,000 point bonus for level 4. Yes, it's awesome, even though the idea's getting old. 25 cents in arcades

SPY VS. SPY (Kemco)

by: Tony "Link" Morse

This is a great game! The Official Mad Mag. Video Game. You, as the White Spy, have to match wits with the evil Black Spy, controlled by the computer or a friend. You must search for 5 items: A passport, key, money bag, and a top secret file. The 5th item is a briefcase. Without it, you can only carry 1 item. There are also booby traps: water buckets on doors, bombs, giant springs, and time bombs. Each has a remedy: umbrellas, water, wire cutters respectively for the first 3. To avoid getting killed by a time bomb, there are only 3 words: RUN LIKE HELL! This is a terrific game. Retail: \$34.99 at Babbage's.

SEND ALL ARTICLES, SCORES, ETC. TO:

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C/O THE MASTER LINK

(no collect calls, please)

TIPS AND TACTICS FOR **MEGA MAN**
(CAPCOM) straight from the pros at
"THE VIDIOTS"

First of all, here is the exact order to find the robots with, and with the proper weapons, easily defeat them.

1. FIREMAN. Use Player beam.
2. BOMEMAN. Use Fire beam.
3. CUTMAN. Use Fire beam.
4. ELEC MAN. Use Cutman blades.
5. ELEC MAN. Get the Magnet beam using the Elecman beam.
6. ICEMAN. Use Elecman beam.
7. GUTSMAN. Use Bomberman bombs.

Next, go to Dr. Wily stage part one. The boss is a giant rock monster that splits up and flies back and forth. To defeat him, use the "Electric Selectric" found in Nintendo Power. When the monster is fully formed, shoot his eye with Elecman Beam and press select over and over. This will register several hits, making him easy to defeat.

Dr. Wily stage part two: the boss is you, a Mega Man clone. Defeat him using the Electric Selectric.

Dr. Wily stage part four finds six cyborg-like creatures as the boss. Kill the first four with Gutsman power, the other two with Electric Selectric.

Stage five: the doctor. First, electric selectric the hull of the ship. When it bursts, continue zapping Wily himself.

THOUGHTS & HOPES

JOHN "DRACULA" BACUS: Please write soon!

STEPHANIE "BIRDO" SUTTON: We haven't heard from you lately! Write back, please!

AARON "SOLID SNAKE" IMPER: When will you write back???

BRETT "WARLOX" COW: Will you EVER send your picture? WRITE (or call) Soon!

MORGAN CONNOR: You STILL need a nickname! Send one in, Soon!

JACKAL (KONAMI)

by: Tony "Link" Morse

This is one of the best games I've played in a long time. It is something like Contra, but harder and better. You have to rescue your brothers-in-arms from terrorists. You drive a jeep through 8 stages of enemy territory complete with tanks, jeeps, turrets, copters, planes, and soldiers. You have to destroy buildings and free your comrades then get them to the landing zone and send them off in a copter. Then you must defeat the boss of that stage. If you catch a prisoner with a missile, you power up. This game has awesome graphics, terrific music, and is just radical! Maybe it'll be at the Game of Year!??

"THE VIDIOTS" TOP 20

1. ADVENTURE OF LINK
2. SUPER MARIO BROS. 2
3. SKATE OR DIE
4. BARD'S TALE III
5. CONTRA
6. JACKAL
7. SUPER MARIO BROS.
8. THE LEGEND OF ZELDA
9. MEGA MAN
10. GUN SMOKE
11. PAC-MANIA
12. LEATHER GODDESSES...
13. DOUBLE DRAGON
14. MIGHT AND MAGIC II
15. R.B.I. BASEBALL
16. STATIONFALL
17. MOONMIST
18. KID ICARUS
19. MAIL ORDER MONSTER
20. LEGENDARY WINGS

THE VIDIOTS HONOR ROLL

TONY MORSE	GR	FINISHED
TONY MORSE	XU	126,980
TONY MORSE &	MM	FINISHED
MIKE HARRINGTON		
TONY MORSE	SU	FINISHED, 70 LIVES REMAIN

GR = Gradius

XU = Xevious

MM = Mega Man

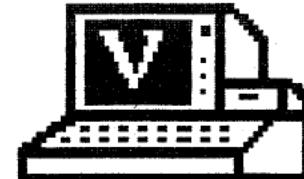
SU = Super Mario Bros. 2

XEVIOUS (The Avenger)

(BANDAI) by Tony "Link" Morse

I always have loved this arcade game. I finally got a chance to rent it and was not surprised. Bandai, who generally makes bad games, lived up to its expectations. Although the graphics are as awesome as the arcade, I didn't expect good sound. I didn't get it. Although they are pretty close, no home game will probably ever come close to the awesome music of the arcade game. I do enjoy the home game a lot, though, and may consider buying it. Rental: \$2.00 a night at Adams Video. I enjoyed renting it a lot and couldn't put it down, but even though, I wouldn't pay more than \$32.50 for it.

THE VIDIOTS' SCOREBOARD



A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 2 NUMBER 5 ISSUE 10
MAY 1989

Well, here it is, Vidiots!! The Decade mark for Scoreboards. Thaxn to all who contributed to this issue. There's a new hit on the Top 20: Milon's Secret Castle!! We have added a lot of pictures to this month's Scoreboard, so we hope you enjoy this new stuff. Let's here from you West Coast Members!! And let's welcome Ryan "Super Joe" Casey, publisher of the Nintendo Concept, to our ranks. Well, enjoy Issue #10 (YES!! IT'S BEEN TEND) of the scoreboard. Also, please note: next issue will be Volume Three Number One. Can you believe it? 3 volumes, 10 issues. Well, I think you know who wrote this but just in case....

Tony "Link" Morse

Tony "Link" Morse, Vidiots President.



CABAL

(TAD CORP)

By:
Tony

"Link" Morse

An absolutely radical game! Two players simultaneously control two soldiers. You move and sight with a track ball. It will hit the target you zero in on with the + mark. Points, machine guns, and grenades fly at you in boxes dropped by the enemy or hidden in buildings you must repeatedly shoot to demolish. The enemies you'll face are awesome: soldiers, tanks, jeeps, planes, blimps, subs, helicopters, and it goes on. There isn't much music, but graphics and sound are great. \$25 in arcades.

TOP

GUN

(KONAMI)
by: Tony
"Link"
Morse



Just a general opinion: I HATE SIMULATORS. Exception: Top Gun. You really feel like you're in the cockpit, but you don't have 1800 different controls. You also can refuel, and have to land, which is extremely challenging. You have to set the exact speed, missile type, cruising altitude, and the graphics, sound and Radar Computer really put you behind the yolk. The only flight simulator I like. In fact, I love it. Retail: \$36.99 at Zayre Department store.

FORGOTTEN WORLDS

(CAPCOM) By: Tony "Link" Morse

Well, since no one will release new N.E.S. Games, here's another arcade game. It's pretty cool, but complicated. The graphics are awesome, and so are the music and sound effects. The controls are a joystick and a 360 degree moving fire knob. It is an adventure game somewhat like Legendary Wings. You fly through a devastated planet with cool enemies and radical bosses. It is a typical Capcom adventure, with Zenny for money, shops, two players with "Vital" indicators which can drain fast if you're not careful. It is very difficult to learn, so watch a few people play it before you try it. \$25.

MILLIPEDE

(HAL AMERICA) By: Tony "Link" Morse

This was a classic sequel to Atari's megahit Centipede. The home version is excellent. Graphics: 99.9% equal. Sound: 99.95% equal. All the enemies are back and badder than ever: Spiders, Ladybugs, Inchworms, Earwigs, Bees, Dragonflies, Mosquitos, and the ever present Millipede. Of course, DDT is placed throughout the board to help you (it also gives you 800 points, not bad for a stationary object). Swarms of Dragonflies, Bees, or Mosquitos appear every 4th wave: no Millipede, just survive 150 flying bugs coming straight at you. Yes, it's an awesome game, and yes, congratulations Hal on a great reproduction.

SEND ALL ARTICLES, SCORES, ETC. TO:

**VIDIOTS' SCOREBOARD
C/O THE MASTER LINK**

or call:

(no collect calls, please)

"THE VIDIOTS" TOP 20

1. MEGA MAN
2. SUPER MARIO BROS. 2
3. JACKAL
4. MILON SECRET CASTLE
5. LEATHER GODDESSES...
6. METROID
7. SUPER PITFALL
8. TYSON'S PUNCH-OUT!!
9. ADVENTURE OF LINK
10. BEYOND ZORK
11. NINJA GAIDEN
12. ZORK II
13. GUZZLER
14. TRACK & FIELD II
15. SKATE OR DIE
16. CABAL
17. GRADIUS
18. GUN.SMOKE
19. LEGEND OF ZELDA
20. HUDSON ADV. ISLAND

THE VIDIOTS HONOR ROLL

TONY MORSE	GR	1,270,800
TONY MORSE	ML	162,869
TONY MORSE	TG	69,400
TONY MORSE	WW	528,100

GR = Gradius

ML = Millipede

TG = Top Gun

WW = Wizards & Warriors

WIZARDS & WARRIORS

(ACCLAIM) by: Tony "Link" Morse

This game narrowly beat out Cabal for March Game of the Month. Why? Because I love it. I've beaten it hundreds of times, but I still don't know everything about it. There's always an invisible gem or door or something somewhere to discover. You are the might Kuros, Hero of the books of Excalibur. Your mission: destroy Malkil, the supreme wizard. This guy's no run-of-the-mill wizard. Merlin was NOT his teacher; he was his pupil. Malkil has strayed and is now part of the dark side. He's always watching you, Kuros. Beware. A rare classic adventure game that's still lots of fun after you conquer it.

BARD'S TALE III

By: Tony "Link" Morse

This game is fantastic! You control a party of 1 to 7 as they venture into the ruins of Scara Brae. Detailed graphics show where you are, what you're up against, and even what your character looks like. You pool gold, and there are many different areas to explore. You choose from seven different races: Human, Elf, Hobbit, Orc, Half-Orc, to name a few. You roll for your attributes, and as in true R.P.G. style, you can 'cheat' and press "ESC to reroll", as the game so nicely puts it. You may choose from a male or female character. Bards can sing magical music which may help or hinder your party. Simulated die rolls give you the vital stats for battle as well as battle choices. Your party (referred to as "Your gallant Band" by the computer) may fight, run, or advance on the enemy. The only bad thing about BT3 is pirated versions lose some of the graphics. Still, I think it is one of if not the best computerized role playing game available on the market today.



Danger lurks around every corner in the latest Bard's Tale III

NOTES & NOTICES

We announce a new branch of The Vidiots: The Connecticut Branch. We welcome Ct. Branch President Ryan "Super Joe" Casey to the Vidiots. (And Ryan: ask Kurt Nielson if he wants to join.)

TO WARLOX: Don't forget to call me back soon (and make it a personal call) or give me your # so I can call you, ok? From The Master Link

GAMES OF THE MONTHS 1989:

FEBRUARY: Video: Jackal

CPU: Leather Goddesses...

MARCH: Video: Wizards & Warriors

CPU: Might and Magic Book II

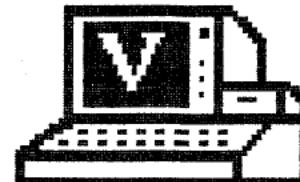
DOUBLE DRAGON

(Sega version)

(TRADEWEST, REPROGRAMMED BY SEGA)
Written by: Brian "Star Man" LeMire

The Sega Double Dragon has awesome graphics and sound. I think it's better than Nintendo. The two-player simultaneous is rad. You don't have to earn your moves like in Nintendo's. In this game you can continue as many times as you want on stages 1-3 but you can't on stage 4. Here's a helpful clue you can do on stage 3. When you get to the green Abobo, fall off the edge to get all your lives killed. Then continue and kill the green Abobo and you will be fully armed to take on Willy.

THE VIDIOTS' SCOREBOARD



A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 3 NUMBER 1 ISSUE 11
JUNE 1989

Hello once again, fellow Vidiots. Welcome to the first issue of Volume Three. Those of you who have been with us since Volume 1 know how much The Vidiots have changed. In fact, in two more issues, "The Vidiots Scoreboard" will celebrate its one year anniversary. For you newer members, you might want to order a couple back issues and check them out. Well, in this issue, our Connecticut Branch President Ryan "Super Joe" Casey reviews Rampage for us, and I decided to review Golgo 13. Is it worth it? Read the review! Well, Vidiots, sorry we couldn't have three pages last issue, but send in more articles and maybe #13 will later!

Tony "Link" Morse
Tony "Link" Morse, Vidiots President

GOLGO 13

(VIC TOKAD) by Tony "Link" Morse

This is a pretty cool game. The graphics aren't spectacular, but they don't suck, either. This has to be the most challenging game I've ever played (possible exception: Solomon's Key) and has many different landscapes: land, ocean, in a helicopter, in a 3-D maze (like Wizardry) and all sorts of strange underground enemy bases. This game is awesomely tough! You have to find out who tried to frame the shooting down of a helicopter containing a top secret chemical warfare weapon. You, as Duke Togo, (Golgo-13) have to prove it wasn't you. If you like spy mission adventures & tough challenges get it.

RAMPAGE

(DATA EAST) by Ryan "Super Joe" Casey
This game was boring and stupid, it took no thought what so ever. Throughout the whole game all you do is knock down buildings and most of the time the buildings look exactly the same. You start out in California and finish in California. On the way from start to finish you knock out areas of the United States by totally demolishing many cities in each of the areas. Cities range from Boston, Maui, Anchorage, and the well known L.A. After completely hitting down all of the cities in one area the screen goes to a total map of the whole U.S. and then Lizzie hits the area you finished and turns it black. I rate it 2 out of 10 and it is not to buy!!

SUPERMAN

(CAPCOM) by: Brian "Star Man" LeMire

In this pretty cool arcade game you can play double at the same time. Player One is blue and Player Two is red. When you hold in the punch button for 5 seconds there will be a star around his fist and when you let go of it it kicks butt. You know why? Because it's a super punch. In the first part of each level you fly and walk. In the second part of each level you fly up or down. In the third part you fly sideways and have heat vision. You can play at arcades for 25 cents and you can continue if you put in more money in time.

AFTERBURNER



(SEGA) by: Brian "Star Man" LeMire

This is an awesome arcade game that I think is one of the best. It moves the way you turn the joystick and is just like you are really in the F-16 fighter jet. The graphics, yes, they are one of the best for arcade games. The sound is also one of the best for arcades. This game is so and so in challenge. This game may take a dollar in quarters, but it is really worth it.

SEND YOUR ARTICLES, TOP 5, AND SCORES TO:

VIDIOTS' SCOREBOARD
c/o THE MASTER LINK

(no collect calls, please.)

*** FEATURE ARTICLE ***

**Castlevania II:
SIMON'S QUEST**

(KONAMIDwritten by: Tony "Link" Morse

Woah!!! What a major surprise!! I was told many lousy things about it: No extra lives, no continue, impossibly hard, that it sucks. No way!!! You have got to play this game!! Graphics are more awesome than Castlevania. Advanced, deep role-playing abilities. More weapons, and they don't run out once you buy them. Hidden objects are all over the place. Enemies are tough but not impossible. And, unlike in the original Castlevania, you have Passwords. Yes, passwords, so you never have to just give up on it. Here's the story behind the game: You are Simon Belmont, hero of Transylvania. You thought you defeated Dracula in Castlevania. You were wrong. You were left with his Curse. Now, the only way to break this curse is to find his 5 body parts: the Rib, Heart, Nail, Eye and Ring and burn them to save yourself. But beware: The enemies and the



The five parts you need in II: Simon's Quest

Entertainment Systems.

NOTES + NOTICES

IMPORTANT NOTICE!!! Thankx to an ad placed in Odyssey Magazine, we have received new members from all over the U.S. We can't keep the "branches" for all of them, so we no longer have branches, we are just one big organization. We welcome Pete "Luigi" Koch, Suzanne "Arafel" Moeller, Jamey Britton, "Mega Man" Winzinek, Aaron Schneider, and Joe Pattie to the Vidiots.

GAMES OF THE MONTH: APRIL 1989

Video: NINJA GAIDEN (Tecmo)
CPU: ALIENS (Activision)

ALTERED BEAST

(SEGA) by:
Brian "Star
Man" Lemire



This game is simply radical.

Through the six levels of play it's really challenging and sound is rad. You can turn into a superbeast if you get three blue capsules. Here are most of the animals you can turn into: Wolf (twice), Bear, flying and walking Lizard (pictured above) and Tiger. This game is action packed and is great in control and fun. This game is surely one of the best in everything.

"THE VIDIOTS" TOP 20

1. ADVENTURE OF LINK
2. METROID
3. NINJA GAIDEN
4. JEOPARDY!
5. SUPER MARIO BROS. 2
6. WIZARDS & WARRIORS
7. MILON SECRET CASTLE
8. TYSON'S PUNCH-OUT!!
9. DOUBLE DRAGON
10. SIMON'S QUEST
11. GOLGO 13
12. GRADIUS
13. BASES LOADED
14. SPY VS SPY
15. TRACK & FIELD II
16. LIFE FORCE
17. SUPER MARIO BROS.
18. OPERATION WOLF
19. FORGOTTEN WORLDS
20. R.C. PRO-AM

THE VIDIOTS HONOR ROLL

TONY MORSE	LF	FINISHED
TONY MORSE	CO	320,500
RYAN CASEY	AL	FINISHED
PETE KOCH	KU	FINISHED
NEAL MULCAHY	SQ	FINISHED
ALAN GIORGI	BT	FINISHED
TONY MORSE	KF	FINISHED

LF = Life Force

CO = Contra

AL = Zelda II- The Adventure of Link

KU = Karate

SQ = Castlevania II- Simon's Quest

BT = Breakthru

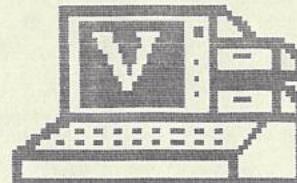
KF = Kung Fu

**1943: The Battle
of Midway**

(CAPCOM) by Tony "Link" Morse

You all know that 1942 is a pitiful reproduction of its arcade predecessor. Capcom got smart. '43 is awesome! They made realistic graphics. They made music that isn't all beeps; it's some of the best. Radical bosses like aircraft carriers, giant planes (they are tough) and barges attack you. You must choose your powers and distribute Power Points between offense, defense, energy, etc. You only get 1 plane, but can get as much as 140 energy for it. When you kill a boss, the graphics are rad. Passwords too! Easier than '42 but much better!!!

THE VIDIOTS' SCOREBOARD



A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 3 NUMBER 2 ISSUE 12
JULY 1989

Well hello once again, fellow Vidiots. It's just one more issue. The One-Year Anniversary of the Scoreboard. We have figured it out, and even when we said we were bi-monthly and "Periodic" it still comes out to be one every single month since August 1988. So, next issue WILL be a three-page spectacular. No doubt about it. We have been building up reviews. This issue was finished two months ago, we just have been waiting to print it. We already have quite a few articles written for issue #13 but that doesn't mean we don't have room for more! We still need 'em! Send some in, all you new Vidiots!!!

Tony "Link" Morse

Tony "Link" Morse, Vidiots President
KARATEKA

(BRODERBUND) by: Tony "Link" Morse

This game is really cool. I had heard a lot about it and I finally got my hands on a copy and I love it. It is similar to Nintendo's Kung Fu, but graphics aren't as good and it is more realistic. Every enemy takes about 10 hits to kill, and so do you. You and your foes get energy back by resting and you only get one life to live. You also have to ward off bats and birds, all in your quest to hunt down your final enemy and defeat him, to win the hand of the fair princess (sound familiar?). The music is above-average for Apple II's and there are some cool sound effects. I like it. I like it a lot.

BLADES OF STEEL

(KONAMID) written by Tony "Link" Morse

WOW!!!! And I thought Double Dribble was cool! Unbelievable game. From when you turn on the game (and you hear "Blades of Steel") you know it's rad. "It's the pass!" Is yelled when you pass. Penalty shots are tough: you see it from the shooter's point of view. And when the going gets tough, start fighting! Check a guy who doesn't particularly like rookies like you and he'll start a fight with you. But KO him and send him to the penalty box. And during the 2nd intermission, relax with a quick game of Gradius on the scoreboard and read Konami's ad for Jackal (They don't lie) and Contra. It's hot hockey!

RAID ON BUNGELING BAY

(BRODERBUND) by: Tony "Link" Morse

You want to know about Raid? Read a can of insect spray, it's more interesting than this game. Controls rot. You get 5 copters that can almost never die, as you can always repair damage. Factories (main enemies) get stronger as the game goes on, so as you go get more bombs to kill them with (max. 3) they need even more. So, this game is stupid, impossible, no music (just "muzak") and graphics that make Atari 2600 graphics look like Dragon's Lair graphics. A big disappointment because Bröderbund's Deadly Towers is a fantastic game, and I expected this to be as good. No comparison. It sucks!

ULTIMA: EXODUS

(N.E.S. Version)

(FCI) written by Tony "Link" Morse

I finally got a taste of Ultima. I love it! Incredibly difficult, but FCI did a great job. Complete with battery-memory, Ultima is as good as any computer version, and easy to understand controls. This one is similar to Ultima III. You control a four-character party and have 100 hours (real time) to stop the evil Exodus Island from destroying the land. Fight scenes are just like true RPG's. Spells: Dozens. Character combinations: Thousands. Terrific game, cool graphics, but music gets annoying in time. \$54.95 but worth it.

SEND YOUR ARTICLES, TOP 5, AND SCORES TO:

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c/o THE MASTER LINK

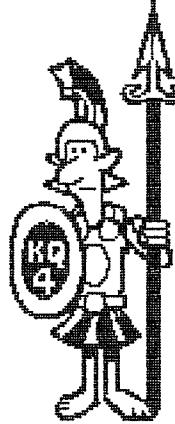
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KING'S QUEST IV

(SIERRA ON-LINE)

By: Suzanne "Arafel" Moeller

If you like role-playing games, you'll love King's Quest IV. The latest in the King's Quest series, KQ IV features high-tech graphics and a dynamite soundtrack (whether or not your computer has a sound card). Become Rosella, daughter of King Graham and Queen Valanice to find a magic fruit which will save her father from imminent death. Upon reaching Tamir, brought there magically by the good Fairy Genesta, Rosella finds that she not only has to save her father but also Genesta. Genesta's magic talisman was stolen by the evil fairy Lolotte, and Genesta will die within 24 hours if her talisman is not returned. This advanced game is played in real time, with an actual day and night cycle. There are five different mini-quests inside the major one- the quest for the fruit, the quest for Genesta's talisman, and the three assignments from Lolotte. This game is a must for any dedicated Sierra player. The game took me three months to solve, but it was worth it.



NOTES + NOTICES

It's finally definite: We have to charge for the newsletter. With the ad and all, our membership is now almost 30. I can't pay for all the postage. So, if you still want to get "The Vidiots Scoreboard" every month, you will have to pay a subscription rate of \$3.00 / year. If some of you don't want to pay, fine. This is effective next issue. So, if you want our 1-yr. anniversary (it'll be 3 pages) please send your money to me at front address. I MUST RECEIVE IT BY JULY 1ST. That's when I count up all the subscribers. Sorry, but it's either this or discontinue the newsletter altogether. Please make checks payable to Tony Morse.

CALIFORNIA GAMES

COMMODORE VERSION BY Epyx

Written by Dan "Blaster" Forness

This game is good if you want to show off to your friends, or you just want to have fun. There's half-pipe, hacky-sack, surfing, skating, BMX trials and frisbee. Graphics are great. The people you control look real! Your surfboard flies across the screen, then you fall, and a seagull flies by. You're pedaling as fast as you can; over the ramp; into the mud. Oops! landed on your neck! I'd recommend this game to anybody!

"THE VIDIOTS" TOP 20

1. NINJA GAIDEN
2. KING'S QUEST IV
3. THE LEGEND OF ZELDA
4. JACKAL
5. AFTERBURNER
6. TYSON'S PUNCH-OUT!!
7. ULTIMA V
8. LIFE FORCE
9. MEGA MAN
10. SUPERMAN
11. BUBBLE BOBBLE
12. METROID
13. TOP GUN
14. WHEEL OF FORTUNE
15. SPACE QUEST III
16. DOUBLE DRAGON
17. BASES LOADED
18. WIZARDS & WARRIORS
19. BIONIC COMMANDO
20. SPACE QUEST II

THE VIDIOTS HONOR ROLL

TONY MORSE	TF	FINISHED
SUZZANE MOELLER	KQ	FINISHED
SUZZANE MOELLER	ZL	FINISHED
TONY MORSE	SM	300,500
TONY MORSE	DR	FINISHED
		W/O CONTINUE

TF = Track & Field II

KQ = King's Quest IV

ZL = The Legend of Zelda

SM = Superman

DR = Double Dragon (Arcade Version)

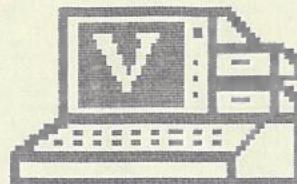
PLATOON

COMMODORE VERSION BY KONAMI

Written by Dan "Blaster" Forness

Unbelievable! The graphics in this game are great! You play the role of the platoon leader, struggling to find the United States Base Camp to warn them of a Vietnamese attack; but you have to get PAST the Vietnamese first! Find the explosives, blow the bridge, find the trap door, ... you can't imagine how good this game is until you play it. It is difficult, though. But that's what makes it great to play.

The Vidiots' SCOREBOARD



A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 3 NUMBER 3 ISSUE 13
AUGUST 1989 - 1 YEAR ANNIVERSARY

Well we finally did it Vidiots!!!! Here it is: not only our One Year Anniversary, but also our first three page issue since we went back to this format. Thankx to articles by lots of newer members, we have a variety of games being reviewed for all types of systems from Nintendo to Apple to Commodore to arcade games and anything else that comes in. We seem to have lost a lot of Vidiots since we had to start charging, but we still have enough and thanx to all you who remained loyal to the Vidiots and coughed up the astronomical price of three whole dollars. Well, we hope you enjoy 3 pages of Vidiot Variety.

Tony "Link" Morse

Tony "Link" Morse, Vidiots' President

NINJA GAIKEN

N.E.S. VERSION BY TECMO
Written by Tony "Link" Morse

Almost too awesome for words!! This game is unbelievable. The graphics are unreal, and so are the music & sound effects. And then, there's the Tecmo Cinema Display. Graphics almost as radical as Dragon's Lair make you feel like you're watching a movie-- and you're the main character!! You are Ryu, son of the late great ninja Ken Hayabusa. Your mission is to find the man who killed your father and recover the light & dark statues to stop the resurrection of a demon. The best game since Adv. Of Link. \$44.95.

EXCITEBIKE

N.E.S. VERSION BY NINTENDO

Written by Seth Schoen

This game is really dumb. I got it because it's in the programmable series, but it is a horrible game. The graphics stink. All you do is go as fast as you can without overheating and go over jumps without crashing. If you make it in time you go to a harder track. Don't waste your money buying it, it's the worst game I have.

* * * * *

ULTIMA V

Warriors of Destiny

APPLE II VERSION BY ORIGIN SYSTEMS
by Tony "The Master Link" Morse

This game is so awesome! It's the best computer RPG I've ever played. With twice the detail of Ultima IV, Warriors of Destiny comes complete with over 25 weapons, 45 spells, 24 creatures and many more surprises. You also get a cloth map, an amulet and the Book of Lore. Eight Disks long, Ultima V has a unique way of determining attributes- you are faced with about 10 decisions, and the choices you make determine your senses of Honesty, Compassion, Valor, Justice, Sacrifice, Spirituality & Humility. \$44.95.

MARBLE MADNESS

N.E.S. VERSION BY MILTON BRADLEY

by Tony "The Master Link" Morse

FINALLY!! I got it!! My favorite arcade game has become an N.E.S. game, and it is radical. The graphics are almost perfect, and the music is different, but it carries the same tune. It's pretty cool. You have to maneuver a living marble through a 3-D maze while avoiding marble eaters, acid, steelies & birds. If you fall off the edge, your marble actually screams. If you crash and break, a little brush sweeps the remnants off the edge. You have unlimited marbles but you are timed. It's radical! \$39.95.

SEND YOUR ARTICLES, TOP 5, AND SCORES TO:

VIDIOTS' SCOREBOARD
c/o THE MASTER LINK

(no collect calls, please.)

SPACE QUEST III— The Pirates of Pestulon

1.6.M. VERSION BY SIERRA ON-LINE

By: Suzanne "Arafel" Moeller

Here it is! The eagerly awaited (at least by me) sequel to Space Quests I and II. Created by Sierra On-Line, this game has a full-stereo soundtrack (if you have a sound card). Roger Wilco, space-age janitor-swashbuckler is out to rescue the Two Guys from Andromeda, creators of the Space Quest series. The Two Guys have been kidnapped by the diabolical Scumsoft Corporation, and Roger must storm the gates of Scumsoft on Pestulon. But not so fast! First Roger must FIND OUT where the planet Pestulon is, and figure out a way to get to the planet. In this game, you will be able to pilot your own spaceship and visit different planets—namely Phleebut, Urtego, and the Monolith Burger Fly-Thru Fast Food Restaurant. This game is funny, as are most of the Sierra games. One thing I found both gross and funny was that you get to see EXACTLY what happened to Roger when he dies. Space Quest III has awesome graphic & animation sequences that are like watching a movie. A must for any science fiction lover.

VIDIOTS + VIDIOTICS

GAMES OF THE MONTH: MAY 1989
Video: Ultima Exodus by FCI

Computer: Karateka by Broderbund

GAMES OF THE MONTH: JUNE 1989

Video: Marble Madness by Milton

Bradley

Computer: Ultima V by Origin Systems

(Note: June games not formulated into Top 100.)

BACK ISSUE UPDATE: Order some Back Issues of the Scoreboard— we review some older games & check out how we've changed!

Issues 1, 6-12 50 cents

Issues 3-5, 13-15 cents. Issue 2 \$1.00.

GOLD MEDALIST

ARCADE VERSION BY ROMSTAR

by Tony "The Master Link" Morse

This game is terrific. Olympic action at its best. Set in Seoul, Korea, pick your favorite country and compete in the 100 Meter, Freestyle Swimming, Horizontal Bar, Hammer Throw, Long Jump, and Boxing. Win a Gold Medal and your nation's national anthem is played for all to hear. The graphics and music are absolutely fantastic. Controls are easy: two buttons for running, swimming, etc., and one for jumping, breathing, punching, etc. This game is even better than Track & Field II. 25 cents.

"THE VIDIOTS" TOP 20

1. ADVENTURE OF LINK
2. ULTIMA EXODUS
3. NINJA GAIDEN
4. MEGA MAN
5. METROID
6. AFTER BURNER
7. SUPER MARIO BROS. 2
8. JACKAL
9. MIGHT+MAGIC BOOK II
10. KING'S QUEST IV
11. CABAL
12. LIFE FORCE
13. ULTIMA V
14. SPACE QUEST III
15. METAL GEAR
16. DOUBLE DRAGON
17. TOP GUN
18. TYSON'S PUNCH-OUT!!
19. SOLOMON'S KEY
20. ZAK MCKROKEN...

THE VIDIOTS HONOR ROLL

	MM	FINISHED
TONY MORSE	MS	FINISHED
TONY MORSE	KI	1,039,800
TONY MORSE	MB	51,310
JOHN PAPPAS	WW	FINISHED
ALAN GIORGI	AL	FINISHED

MM = Maniac Mansion

MS = Milon's Secret Castle

KI = Kid Icarus

MB = Marble Madness

WW = Wizards & Warriors

AL = Zelda II- The Adventure of Link

"The Vidiots"

TOP 100 OF ALL-TIME

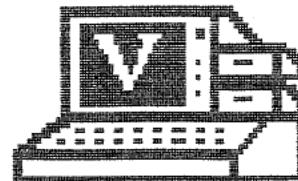
This is a rating of The Vidiots' Top 100 games in its 6 year history. These ratings are based on Top 5 and 20 polls, Games of the Year, Month, and Week, and induction into The Vidiots' Hall of Fame. Here's the point system: Top 20: 1 = 20 pts., 2 = 19, 3 = 18, etc. Game of Week 25 pts., Month 30 pts. Game of year 25 pts., Month 30 pts. Game of year Honorable Mention: 40 5th: 50, 4th: 60, 3rd: 70, 2nd: 80, 1st: 100. Hall of Fame: 150 points. Note this doesn't include this month's Top 20, but it does include May games of the month.

So, from 1984 through 1989, here are the 100 Greatest Video and Computer Games of All Time:

GAME	PTS
1. GUZZLER	458
2. THE LEGEND OF ZELDA	405
3. SUPER MARIO BROS.	390
4. METROID	363
5. SUPER MARIO BROS. 2	223
6. DOUBLE DRAGON	175
7. ZELDA II - THE ADVENTURE OF LINK	175
8. ELEVATOR ACTION	150
9. TIGER-HELI	140
10. RAMPAGE	120

GAME	PTS	GAME	PTS
11. JACKAL	115	56. DONKEY KONG 3	25
12. SLALOM	105	57. EXCITEBIKE	25
13. R.C. PRO-AM	101	58. GALAGA	25
14. PLAYCHOICE-10	95	59. HOGAN'S ALLEY	25
15. SUPER PITFALL	84	60. IKARI WARRIORS	25
16. WIZARDS & WARRIORS	84	61. MACH RIDER	25
17. KID ICARUS	83	62. MONACO GP	25
18. SHINOBI	80	63. QUARTET	25
19. NINJA GAIDEN	78	64. RAD RACER	25
20. MIKE TYSON'S PUNCH-OUT!!	70	65. ROAD BLASTERS	25
21. GRADIUS	68	66. RUSH N' ATTACK	25
22. CROSSBOW	60	67. SHA-LIN'S ROAD	25
23. PICK-AXE PETE	60	68. SKATE OR DIE	24
24. BASES LOADED	58	69. PINBALL	22
25. CRYSTAL CASTLES	55	70. KING'S QUEST IV	19
26. JUNO FIRST	55	71. LIFE FORCE	18
27. KID NIKI	55	72. R.B.I. BASEBALL	18
28. LEATHER GODDESSES OF PHOBOS	55	73. JEOPARDY!	17
29. PRO WRESTLING	55	74. MILON'S SECRET CASTLE	17
30. TOURNAMENT ARKANOID	55	75. AFTER BURNER	16
31. MIGHT AND MAGIC BOOK TWO	54	76. CONTRA	16
32. METAL GEAR	52	77. ULTIMA V	14
33. DONKEY KONG	50	78. TRACK & FIELD II	13
34. DONKEY KONG JR.	50	79. MAIL ORDER MONSTERS	12
35. GAUNTLET II	50	80. BEYOND ZORK	11
36. MARIO BROS.	50	81. CASTLEVANIA II- SIMON'S QUEST	11
37. BARD'S TALE III	47	82. SUPERMAN	11
38. MEGA MAN	45	83. BUBBLE BOBBLE	10
39. CASTLEVANIA	40	84. GOLGO 13	10
40. DEMOLITION DERBY	40	85. PAC-MANIA	10
41. PAC-MAN	40	86. ZANAC	9
42. GUN.SMOKE	39	87. ZORK II	9
43. ALIENS	30	88. ICE HOCKEY	8
44. GYROMITE	30	89. TOP GUN	8
45. KARATEKA	30	90. SPY VS SPY	7
46. RYGAR	30	91. WHEEL OF FORTUNE	7
47. SOLOMON'S KEY	30	92. SPACE QUEST III	6
48. THE MAIN EVENT	30	93. CABAL	5
49. ULTIMA EXODUS	30	94. MOONMIST	4
50. STATIONFALL	26	95. OPERATION WOLF	3
51. 1942	25	96. BIONIC COMMANDO	2
52. ARKANOID	25	97. FORGOTTEN WORLDS	2
53. BALLOON FIGHT	25	98. HUDSON'S ADVENTURE ISLAND	1
54. BOSCONION	25	99. LEGENDARY WINGS	1
55. COMMANDO	25	100. SPACE QUEST II	1

The Vidiots' Scoreboard



A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 3 NUMBER 4 ISSUE 14
SEPTEMBER 1989

Hello once again, and welcome to Issue Fourteen. I would like to thank Todd Ngo and Jamey Britton, for trading software with me, some of which well review in here. There hasn't really been a lot going on lately, Vidiots. We finally got Zork Zero in, after months of waiting. Two other hot new titles have been released: Mega Man II and Teenage Mutant Ninja Turtles. We're going to try to get our hands on 'em and give you the inside scoop. Until then, you'll have to settle for Legacy of the Wizard and Sunsoft's first really big hit, Blaster Master. And Sunsoft will also release Super Spy Hunter soon, so watch for that.

Don't be a nerd
Tony "The Master Link" Morse
Vidiots President

LEGACY OF THE WIZARD

N.E.S. VERSION BY BRODERBUND
by Tony "The Master Link" Morse

This is not an easy game to rate. All things considered, though, it's not too great. The object of this game is to find four crowns and destroy an awakening dragon. You get to choose from family members: Father, Mother, Son, Daughter, and the family "Pet." each has strengths and weaknesses. Graphics are okay, and there's a lot of different kinds of music; some good, some not so good. The challenge is too much. It's impossible! All this game is maze after maze. Tons of enemies and obstacles will haunt you, and none of us can figure it out. \$45.95.

Might and Magic Book One

APPLE II VERSION BY NEW WORLD

by Tony "The Master Link" Morse

What a disappointment. I expected this game to be as good as its sequel. It pales in comparison. The graphics are almost primitive. The game is not nearly as complex. And in fight scenes, all graphics completely disappear and it looks like something written in BASIC. The basic idea is still awesome; 94 spells, hundreds of monsters, over 200 items. But I could not overlook the pitiful text, graphics and sound. If you're a true RPG fanatic, maybe you can overlook its faults. Unfortunately, it has many.

FRIDAY THE 13TH

N.E.S. VERSION BY LJN
by Tony "The Master Link" Morse

I'm not sure how to judge this one. LJN does not make great games, in general. This one has OK graphics, but not very good music. The object is to kill Jason using 6 counselors before he kills you or 15 children. The controls are stupid when you enter a cabin. Changing counselors, and selecting weapons takes forever, and finding the right cabin Jason is attacking is a real pain. The game is kind of fun, but the challenge is to the point where it is stupid and annoying. I wouldn't recommend buying it, but I bet Mark Branch would.

BLASTER MASTER

N.E.S. VERSION BY SUNSOFT
Written by Brian "Star Man" LeMire

Blaster Master is the ultimate Sunsoft game. Blaster Master has mega graphics and wicked cool sound effects. When you get full gun by collecting 8 round capsules with guns in them, it's really cool. It's all different colors and really packs a wallop. For the vehicle you get 7 options: Hyper (Stage 1), Crusher (Stage 2), Hover (Stage 3), Key (Stage 4), Dive (Stage 5), Wall 1 (Stage 6) and Wall 2 (Stage 7). In level 8 (the last level) after you kill the Master Boss you complete your mission by freeing your frog who mutated and hid.

SEND YOUR ARTICLES, TOP 5, AND SCORES TO:

VIDIOTS' SCOREBOARD
c/o THE MASTER LINK

(no collect calls, please)

ZELDA II— THE ADVENTURE OF LINK

HINTS FROM THE MASTER LINK

I've gotten a lot of questions lately concerning this game, and I can't say I blame anyone. So, I'll answer as many as I have room for.

WHERE ARE THE 4 HEART & MAGIC CONTAINERS?

Heart Containers are found at:
 1. Along the coast south of Parapa.
 2. In the farthest east cave behind the roadblock.
 3. Over the water east and then north of Nabooru. Use the boots.
 4. East of Triple-Eye Rock on the coast.

Magic containers can be found here:
 1. South of the starting palace.
 2. Under the rock next to the cave where you find the Hammer.
 3. On the west coast of Maze Island.
 4. In New Kasuto if you have all 7.

WHERE IS PALACE SIX AND THE CROSS?

Just blow the flute at Triple Eye Rock. The cross is inside.

WHERE IS THE MAGIC KEY?

Use Spell Magic at the edge of New Kasuto, but Fairy magic lets you fly through doors if you have no keys.

WHERE IS THE "THUNDER" SPELL?

It's in Old Kasuto. Go back to the old man who told you to find New Kasuto.

Any other questions? Just send 'em in!

THX & ROTTCS

Vidiots, we're trying something new: to try to keep the 3-page format, we're going to have special pages each issue. This issue we have a puzzle page. In subsequent issues, who knows. Maybe we could get Artists' Corner started up again, or if you like, monthly updates on the Top 100. So let us know, Vidiots, which one would you like, or maybe a combination, or just nothing, or switching month-to-month. Let us know!

GAMES OF THE MONTH: JULY 1989

Video: Blaster Master [by Sunsoft]
Computer: King's Quest IV [by Sierra]

ZORK ZERO

The Revenge of Megaboz

APPLE II VERSION BY INFOCOM
By Tony "The Master Link" Morse

Yes, Infocom has graphics. Yes, they're awesome. But it's not a graphic adventure, it's still classic interactive fiction. New on-screen features include a compass rose, maps, the Encyclopedia Frobozzica, and Invisicles. The story: Megaboz has been angered after Lord Dimwit Flathead the Excessive erected a 9 blocks tall statue of himself which destroyed Megaboz's favorite grove of shade trees. He cast a curse which will destroy Quendor (a.k.a. the GUE) if you can't stop it. \$54.95 retail. It's radical!

"THE VIDIOOTS" TOP 20

1. NINJA GAIDEN
2. MARBLE MADNESS
3. ULTIMA V
4. KING'S QUEST IV
5. ULTIMA EXODUS
6. SUPER MARIO BROS. 2
7. BLASTER MASTER
8. MEGA MAN
9. METROID
10. MIGHT+MAGIC BOOK II
11. TYSON'S PUNCH-OUT!!
12. SPACE QUEST III
13. BUBBLE BOBBLE
14. TECMO BOWL
15. BEYOND ZORK
16. DOUBLE DRAGON
17. JACKAL
18. LEGEND OF ZELDA
19. TRACK & FIELD
20. OPERATION WOLF

THE VIDIOOTS HONOR ROLL

TONY MORSE	AM	85,820
TONY MORSE	GS	352,550
STEPHEN HUANG	CO	FINISHED
STEPHEN HUANG	CV	FINISHED
STEPHEN HUANG	PO	FINISHED
STEPHEN HUANG	RG	FINISHED
STEPHEN HUANG	DR	FINISHED

AM = Alpha Mission

GS = Gun.Smoke

CO = Contra

CV = Castlevania

PO = Mike Tyson's Punch-Out!!

RG = Renegade

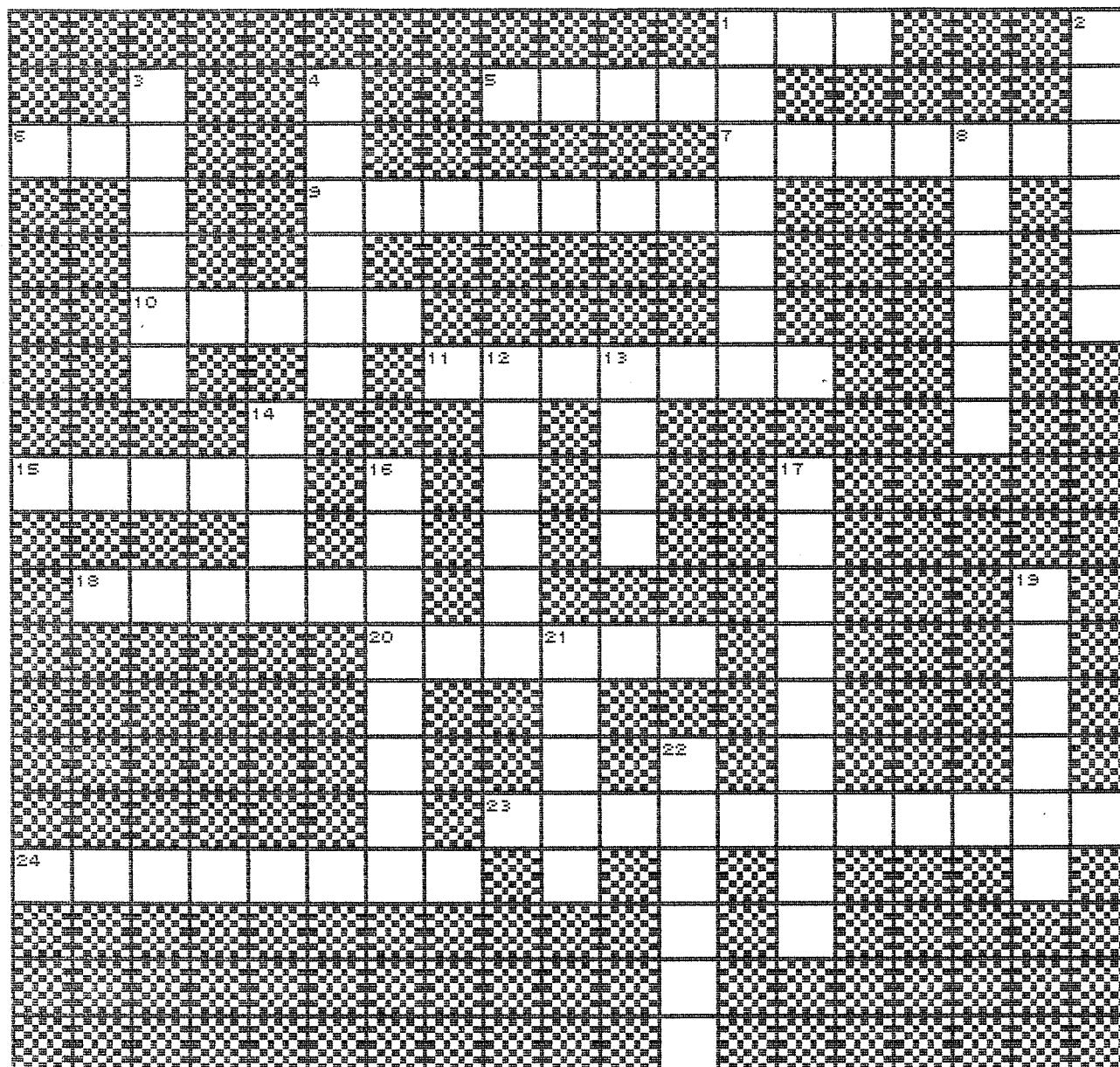
DR = Double Dragon

EXODUS: ULTIMA III

APPLE II VERSION BY ORIGIN SYSTEMS
By Tony "The Master Link" Morse

This is the computer version of N.E.S. Ultima Exodus. The play is almost identical, but the major difference is difficulty. Battles, weapons and controls are much more confusing, and much more difficult to master. However, there are bright spots: new characters, such as Jesters, and clever and witty guards. When you enter a town you are greeted by a large script written sign. The graphics aren't very good, but they serve their purpose, but dungeon graphics are just plain terrible. The worst part is its lack of music, but it is still a terrific R.P.G.

SCOREBOARD 14



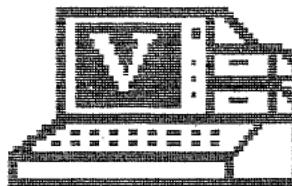
ACROSS CLUES

1. MAIN CHARECTAR IN NINJA GAIDEN
5. MAKERS OF BUBBLE BOBBLE
6. MAKERS OF DR. CHAOS
7. LINK'S AGE IN ZELDA II
9. THE FINAL RACE IN MARBLE MADNESS
10. THE VEHICLE IN BLASTER MASTER
11. THIS MEGA MAN MENACE HURLS ROCKS
15. MAKERS OF SOLOMON'S KEY
18. FEB. VIDEO GAME OF THE MONTH
20. DOUBLE _____
23. THE FINAL BOSS IN METROID
24. MAKERS OF MIGHT AND MAGIC I & II

DOWN CLUES

1. MAIN CHARECTAR IN KING'S QUEST IV
2. MAKERS OF GRADIUS
3. MAKES OF SPACE QUEST I II & III
4. LEVEL 1-3 BOSS OF SUPER MARIO 2
6. SUBTITLE OF NINTENDO ULTIMA
12. _____ V, WARRIORS OF DESTINY
13. MAKERS OF AFTER BURNER
14. INFOCOM'S BIGGEST SELLING TRILOGY
16. WORLD CIRCUIT CHAMP IN PUNCH OUT
17. THE SEQUEL TO GRADIUS
19. MAKERS OF THE ORIGINAL ULTIMA
21. BIG BOSS OF 'ZELDA
22. IN ZELDA II, YOUR FINAL ENEMY IS YOUR _____

The Vidiots' Scoreboard



A MONTHLY PUBLICATION BY "THE VIDIOTS"
VOLUME 3 NUMBER 5 ISSUE 15
OCTOBER 1989

Welcome to Issue Fifteen of the Scoreboard! We finally got it, Vidiots: Teenage Mutant Ninja Turtles- the video game. Look for a monster review. We're still looking for Mega Man II. We also got a copy of Hudson's Adventure Island here to review. We'll check out Golden Axe, and I also decided to review a favorite arcade game- Road Blasters, one of Atari's best games. Also, the Vidiots are on a mission- to conquer Jackal, Konami's latest smash. We've come close, but some new tactics we've got should help. We welcome back Chuck Tuck, who we haven't heard from in a while, too. Well, enjoy issue 15 of T.U.S.

Tony "The Master Link" Morse
Tony "The Master Link" Morse,
Vidiots President

DOUBLE DRAGON

ARCADE VERSION BY TECHNOS/ROMSTAR
By Tony "The Master Link" Morse

Basically, nothing to shout about. Double Dragon II has the same graphics & sound. But enemies turn cartwheels, laugh, and are tougher. The story: Willy has returned and shot Marian dead (I think). You're out for revenge! Controls differ: a jump and left and right attack buttons. New moves include the incredible Hurricane Kick. Tougher than the first, not better, but just as radical.

FAXANADU

N.E.S. VERSION BY NINTENDO
By Tony "The Master Link" Morse

This game is a major surprise! Much better than it appears. Faxanadu is the story of one elf's quest to return the land of Eolis to peace from a tribe of evil dwarfs. This game features a new password style (called 'mantras') and a variety of weapons, armor, magic and equipment ranging from the Key of Joker to the Magical Battle Helmet. Eolis's inhabitants will offer many clues and tools, and finding a Guru will earn you a new mantra and, with enough experience, a title. This is one of the toughest & best games since Ultima Exodus. \$44.95

GOLDEN AXE

ARCADE VERSION BY SEGA
By Tony "The Master Link" Morse

This is one of the most realistic games I've ever played. It's the only game I've ever seen to actually have corpses. You choose from the powerful Warrior, speedy Valkrie or the tiny Elf, wielder of the Golden Axe. Each has magic Earthquakes for the Warrior, fire for the Valkrie, and lightning for the Elf. It is something like a medieval Double Dragon, with a lot of similar moves: hit enemies on the head with your sword handle, or just pick them up and toss them. Or defeat them and command their mighty Dragons. It's simply radical.

ROAD BLASTERS

ARCADE VERSION BY ATARI
By Tony "The Master Link" Morse

Atari, the company, sucks. But they did manage to make a decent game here. Road Blasters features dynamite graphics, a cool sound track and some awesome voices. You control a futuristic Ferrari and have to destroy enemy cars, bikes, mines, and anything else that comes after you. Once per screen a jet (your only ally) will fly overhead and send down a weapon, such as machine guns, turbo speed, and atomic rocket launchers. Catching them will power you up. You game ends when you run out of fuel, so be sure to catch some on the road. \$25.

SEND YOUR ARTICLES, TOP 5, AND SCORES TO:

VIDIOTS' SCOREBOARD
c/o THE MASTER LINK

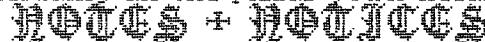
(no collect calls, please)

TEENAGE MUTANT NINJA TURTLES



N.E.S. VERSION BY ULTRA
By Tony "The Master Link" Morse

I think it's safe to assume this is the game we've waited for most by Ultra. It was worth the wait. In this action-packed adventure, team up with Leonardo, Donatello, Raphael and Michaelangelo along with April and Splinter to defeat the diabolical Shredder and the evil Foot Clan and win back the Life Transformer Gun to return Splinter to his human form. This game has five levels: sewers, the Hudson River, Wall St., JFK Airport, and the Technodrome. As in the classic comics and TV shows, these radical reptiles have the power to use the Katana Blades (Leo), Sai (Raph), Bo Staff (Don) and Nunchuckus (Mike). Choose your Turtle carefully, as different weapons work better against certain enemies. Ultra threw in a few new enemies, but kept the Mousers, and BeBop and Rocksteady. But all in all, all five levels feature spectacular graphics, awesome music, and quite a bit of challenge. This game really gives you a look at the Turtles doing what they do best: everything. Be careful, I've heard rumors that there's a few error Paks. Retail: \$39.95. But that's not including all the pizzas you'll need.



SPECIAL THANKS TO TEDD NGO for providing me with lots of new software, and hopefully help on Infidel soon!! From The Master Link

GAMES OF THE MONTH: AUGUST 1989

Video: Teenage Mutant Ninja Turtles by Ultra
Computer: Zork Zero by Infocom

Also, Vidiots, we couldn't fit in a third page this issue. Sorry. Answers to last month's puzzle are available on request.

HUDSON'S ADVENTURE ISLAND

N.E.S. VERSION BY HUDSON SOFT
By Tony "The Master Link" Morse

This game is really awesome. Always considered good by "Pitfall Harry," I decided to check it out, and he was right. You are Master Higgins, and your mission is to journey through the 8 levels of Adventure Island in search of the Princess Leilani. Each level consists of four stages, and each stage consists of four subsections. At the end of each level you fight a big-headed boss; kill all eight of his heads (1 per level) and win the game. Along the way you'll find eggs hiding skateboards, fireballs, axes, and other useful items. Retail: \$39.95. As good as SMB 2.

"THE VIDIOS" TOP 20

1. NINJA GAIDEN
2. ULTIMA EXODUS
3. T.M.N.T.
4. ADVENTURE ISLAND
5. METROID
6. MIGHT+MAGIC BOOK II
7. ADV. OF BAYOU BILLY
8. KING'S QUEST IV
9. MARBLE MADNESS
10. MEGA MAN
11. TYSON'S PUNCH-OUT!!
12. LEGACY OF WIZARD
13. ADVENTURE OF LINK
14. ZORK ZERO
15. SUPER PITFALL
16. DOUBLE DRAGON
17. LEGEND OF ZELDA
18. JACKAL
19. TECMO BOWL
20. ULTIMA V

THE VIDIOS HONOR ROLL

TONY MORSE	RT	167,375
TONY MORSE	AI	122,450
STEPHEN HUANG	KF	FINISHED
STEPHEN HUANG	TE	FINISHED
STEPHEN HUANG	SG	FINISHED
TONY MORSE	UL	FINISHED
TONY MORSE	MM	FINISHED, \$3,060
NEAL MULCAHY	MG	FINISHED
TONY MORSE	TM	153,500

RT = Robotron: 2084

AI = Hudson's Adventure Island

KF = Kung Fu

TE = Trojan

SG = Castlevania II- Simon's Quest

UL = Ultima Exodus

MM = Marble Madness

MG = Mega Man

TM = Teenage Mutant Ninja Turtles

BIONIC COMMANDO

N.E.S. VERSION BY CAPCOM
By Tony "The Master Link" Morse

If this is supposed to be Capcom's idea of Commando II, it shouldn't be. This game is awesome! The object is to rescue Super Joe from hostile enemy territory. Use your Bionic Arm to help yourself over obstacles, up buildings, and past enemies. This thing is tough to control! But master it and triumph over the enemy, collect power-up items, earn extra lives, and find your way to the Communications Setup to intercept enemy transmissions and receive classified info on Super Joe. All in all, Bionic Commando provides a great mix of skill and strategy, with great graphics.